



# Multiplayer Adventure Gaming

## INVADES THE WORLD WIDE WEB

### The Realm



Available: Now

#### Preferred System Requirements

Pentium 90+, 16 MB RAM, Windows

**Format**  
WIN95 CD

**Price**  
\$49.95  
(Order #83210)

▷ 1-800-757-7707

▷ [www.sierra.com/realm/](http://www.sierra.com/realm/)



A few months ago, my editor gave me the assignment of learning and writing about *The Realm*, an online adventure game set in a medieval world of monsters and magic. Thinking to myself, "Paid to play games—I love my job," I was willing to take on the task.

So, first things first. I created a character to play—Abernethy. I chose to be a wizard because, well, they're cool.

As with all newbies (new players), I started in my house. I was a poor, hungry, fashion faux pas. After I got out of my house, moved about six screens and was lost in my hometown, I encountered HorseWoman, whose biography said she was an 11-year-old. She took me to her

home, gave me decent clothes, and taught me about basic communication, navigation, and combat. This was my first experience with the warm, welcoming community of *The Realm*.

I soon found myself outside of the town fighting rats. There are plenty of large, ferocious beasts to fight, but for the time being, all I could handle were rats. Not your garden-variety "catch 'em

in a trap" rats, these were big, aggressive creatures that kicked my hiney plenty of times. I was really worried the first time one of these rats killed me, thinking



By Beth Demetrescu





## BlueRose

**M**ichelle Brose, also known as BlueRose, began playing *The Realm* in April 1996, when it was still in beta testing. Since Michelle, a college student planning to be a writer, is physically disabled, she uses a voice dictation program called DragonDictate to navigate and interact in *The Realm*. Feeling at home from day one and making friends immediately, Michelle founded a guild. Guilds are clubs or groups of people who have professions or morals or ethics in common. Michelle's guild is an Anti-Jumper (anti-muggers) guild. It was through the guild that this 22-year-old New Yorker found her calling—*Realm Justice of the Peace*.

"It was actually two guild members (BlackTiger and Kelsa) who wanted to get married that led me to start doing weddings in *The Realm*," Michelle says. "They were due to be married in the new Chapel but hadn't lined up a minister. BlackTiger asked for volunteers while the bride was still making her



**"Many people have taken to calling me the Lady of Love, a title I wear with pride."**

way there, so I stood up and agreed to do it, figuring it was my duty as a guild leader. After it was over, I got many wonderful compliments on the ceremony, and decided I truly enjoyed doing it."

She then wrote another ceremony, taking time to get it just right, and started volunteering to officiate at the weddings of other friends. The word spread quickly, and now she is frequently stopped by people asking her to perform a wedding. It's estimated BlueRose performs at least half of all the weddings that take place in *The Realm*.

"Many people have taken to calling me the Lady of Love, a title I wear with pride," Michelle adds. "I enjoy helping people get married in *The Realm*, whether it's a role-play ceremony, or a prelude to a real-life relationship. It's not always easy balancing the duties of a guild leader with those of a Justice of the Peace; but I wouldn't change my roles in *The Realm* for anything."



BlueRose officiating at a wedding at Eastern Leinster/Kurz Road.

I was going to get kicked out of the game and would have to log back on. Instead, I lost everything I was carrying, but I was found by wanderers who dragged me home to heal. While out battling the rats, I encountered a character by the name of Karabas—from Russia. It blew me away to be playing and socializing with someone over 5,000 miles away!

It was around my second week in *The Realm* I realized I needed some cash, badly. Although I was out of my newbie grays, I was only wearing pink clothes and carrying a training shield that

I bummed off a cool adventurer named Vesper. Since I was so unprotected, I was getting creamed by most creatures. To raise money, I started killing anything I came in contact with (under level 3, of course) and scavenging for any gold just lying around. While cruising back from an episode of scavenging, I ran into a white wolf. Noticing that it didn't act like a wolf (by attacking

me) and that it was wearing a baldric, I decided to take a closer look. I found out it was actually a character—Adventurine.

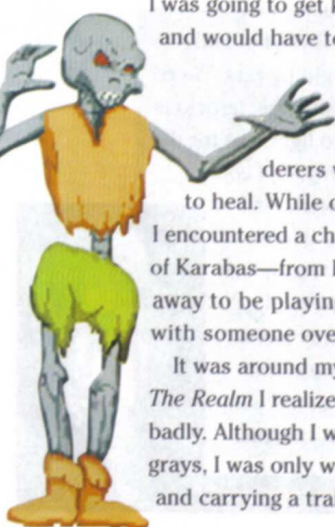
By the time I had enough gold to fill out my wardrobe and spell repertoire, I had become level 4 and had some build points to spend. Build points are the currency of knowledge. You start out with 20 and gain roughly 14 each time you level. I had 50 points to use, so I increased my skills at the local magic school. After boosting my skills, I bought some spells.

Once I purchased any spell I was able to use, I decided to get properly outfitted. I went to an armory and bought the best possible protection money can buy (for a wiz): troll leather. I purchased an entire blue and gold ensemble, figuring if nothing else, I was at least going to look good! Around this time I encountered Svenbold. Hailing from Germany, Svenbold was an experienced adventurer who could fight better than anyone I have ever met in *The Realm*.

Equipped with my new spells and decked out in my classy new duds, I

went searching for some prey. The first thing I found were skeletons, and the first thing the skeletons did was kill me. OK, I knew they were level 9, but I had all this cool new stuff to try out. Anyway, I got

blasted and was sent home to heal. While I was there, still reeling from my comeuppance, I put a message on the gossip channel asking to chat. I got many replies, but one stood out—Bravewolf, a wizard from Belgium who suggested I get a better dagger.







After taking Bravewolf's advice, I decided to gain some levels on my own. I was sick of being used by rodents and bones. So, I fought all the bees I could find. Then I went after the skeletons (with considerably more success). Then I targeted the swamp imps. Beating the swampies allowed me to gain the most levels. They were fun and easy to fight, even though they were above me in level.

It was about this time when I first learned of *Realm* weddings and BlueRose, the Justice of the Peace. BlueRose, often called the Lady of Love, conducts over half of *The Realm* weddings. The same day I heard about the weddings,



## Adventurine



If you see a big shaggy white wolf wandering around Leinster or Ratling Run, take a good look at it before you attack. Most likely, this wolf has a name—Adventurine. She is one of *The Realm* characters created by Sierra's WebLady Cindy Vanous.

Cindy is the head moderator of all of Sierra's message boards. She oversees a corps of volunteers who keep an eye on what's happening online. Cindy has been adventuring in *The Realm* since October 1996. One day she logged on to *The Realm* to give a demonstration and hasn't turned it off since.



I reached level 15 and met Pi, who was from England and was one of the friendliest people I have met in *The Realm*. So, here I am today—level 25. Although I now have a healthy collection of spells, I still get killed occasionally. I have picked up several valuable

things from the many Realmlers I have encountered. Not only did I get important information on *The Realm*'s features and inhabitants, but I also learned from their example about *The Realm*'s vast, multinational community. These people are friendly and helpful. And that, combined with the fact *The Realm* is a blast, is why I find myself, day after day, going back for more. ☺



## "Here I was, playing and socializing with someone over 5,000 miles away!"

While in *The Realm*, I had the pleasure of meeting several interesting people from around the globe. Pi, Svenbold, Bravewolf, and Karabas all took the time to chat with me. Each one contributed greatly to my experience in *The Realm*.



Located about 50 miles from the northern coast of Germany, Bremen is the hometown of Dominik Tonn-Svenbold, a level 57 adventurer.

A 29-year-old computer science student, Dominik first discovered *The Realm* in October 1996 on the Internet during beta-testing and later bought the CD from Sierra.

### Svenbold



### Pi

The wizard Pi is the character of Jim Whurr, a 40-year-old systems/business consultant. Residing in Pudsey, England (near Leeds), Jim originally found out about *The Realm* while searching for information about virtual worlds on the Internet. "Given the quality of Sierra's games I decided to sign up without ever having seen *The Realm*,"

Jim says. "This was certainly a good decision, as I've never looked back."



Rudi Roothoof, otherwise known as Bravewolf, is a 39-year-old bookkeeper. He lives in Herenthout, Belgium, about 18 miles outside of

Antwerp, with his family. A competitive soccer player and amateur astronomer, Rudi enjoys *The Realm* because there isn't a "visual barrier." "You just imagine what others look like," Rudi says. "After a few minutes of talking and fighting together you know whether you like him or her or not."

### Bravewolf



A level 61 wizard, Karabas is the main character of Vladimir Bobrakov.



### Karabas

A 39-year-old electronic/software engineer, Vladimir lives in Qubna, Russia, which is about 60 miles north of Moscow. He was referred to *The Realm* in December 1996 by a friend and later purchased the CD. His character's name, Karabas, comes from a children's book, *The Golden Key*. "The *Realm*'s design is nice, and the user interface is simple," Vladimir says. "It's really fun to play and at the same time



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